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Dyrian



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The **Dyrians** are a demi-human (non-human) racial collective which looks like normal humans except with animal-like features, such as ears and a tail of the animal.

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Dyrian



Taxonomy

Classification Demi-Human Race
Hybrid

Species Species Collective

Subspecies [The Awakened](#)

- Aarakocra= Vogel + Werebird
- Bearkin= Ursuidae + Werebear
- Bejuk= Aturu + Weresh sheep
- Camazotz= Ystlum + Werebat
- Caniden= Hundur + Weredog
- Centaur= Equine + Werehorse
- Lepori= Kanin + Wererabbit
- Minotaur= Koe + Wereco
- Mousefolk= Hiiri + Weremouse
- Rakin= Pesukarhu + Wereraccoon

Physiology

Although there are some born without a tail, all of them will prominently show the ears, which are usually on top or in place of where humans have their ears, however no **Dyrian** except for Apa feature ear structure similar to humans.

However, due to their nature of acting like humans, they lack the dexterity and strength in their tails to grip and hold. Mainly using it for balance if they have the tail. They can hide these physical features, such as with a hat, and look nearly identical to a human in nearly all ways. Their hair and eye colors varies to the entire rainbow, and for some of them, their hair also have unique patterns similar to the one you can find on the respective animal's breed and species with the females having more of a tendency to stripe more than the males due to the nature of how genetics work.

Among these differences, they gain various other animal-like features such as wings or horns in addition to their ears.

Sciurian =fkorna +
Weresquirrel
Simian= Apa + Wereape
Tabaxi= Kaķis + Werecat
Vulpe= Sionnach + Werefox
Wolfborn= Ulfur + Werewolf

Physiology

Height Usually human sized but can vary

Wingspan Species dependent (Vogel, Ystlum)

Weight Usually human sized but can vary

Hide Species dependent

Eyes Various

Ecology

Lifespan Around 60-80 years

Intelligence Human level

Range **Vineta**, **Feiwo**. A few families in Dol Blathanna and Mahakam.

Habitat Various

Diet Various

The child of a **Dyrian** is randomly based on the parents' lineage. For example, if both parents are Hundur, their child being Kaķis means one or more of one of the parents' ancestors must have also been a Kaķis. A good example of this is the Royal Family of Vineta, which started with the Hundur King Kido and is ruled in the latter 13th century by his descendant the Sionnach Queen Yi. Similarly, this can also cause 2 human parents with a single ancestor between them (as long as they are directly related) to give birth to a Dyrian. This overriding of racial lineage especially with the potential to hide dormant in seemingly human progeny has been viewed as abominable by foreign purists who view the race as a aberration of nature, this has led to the Dyrian Royal Family being unable to politically marry off some of their members to more purist kingdoms and states.

Culture

Before being relocated due to the Conjunction of the Spheres the **Dyrians** featured a rich culture full of traditions. Over the centuries these traditions have mingled with local traditions, to better allow the **Dyrians** to interact with their neighbors. In **Feiwo**, most of the **Dyrians** traditions have been adopted by the **Dokkaebis**, since they find **Dyrian** culture and **Dyrian** people very interesting.

Personality

Though it differs from subspecies to subspecies they are generally calm and proud, they cherish members of their race and others who they view as honorary family. They respect nature so they get along with **elves**, but also believe in the trans-formative nature of life and its wonders so also do well along **dwarves** and **gnomes**.

History

The **Dyrians** are a varied but rarer species left over from the **Conjunction of the Spheres**, few remain on The Continent except for reservations and protected kingdoms like **Dol Blathanna**. They are more common in **Feiwo** after a majority of their race migrated there to start the Dyrian kingdom of **Vineta**.

Known sub-species and abilities

- **Ursuidae (Bear):** A species of demi-human with bear-like features. They are distinguishable by a pair of small round bear ears and a stubby bear tail. They come in three varieties the smaller black variety and the large brown and a white more arctic variety. While travelling in hostile lands, Ursuidae wear simple fur hats, and a jacket that hangs past their posterior. Given their propensity for large size most people wouldn't try to look under an Ursuidae's jacket or hat, just figuring them for a very large human.
 - **Bear's Toughness:** An Ursuidae has the super-human physique and constitution of a bear.
 - **Hibernation Preparation:** Bears need to hibernate through the winter, but Ursuidae do not. This ability has evolved. After eating at least 1 pound of food beyond their requirement for the day, they gain extra temporary vitality for the next hour.
 - **Keen Smell:** Ursuidae have a good sense of smell, and they can track things by scent alone.
 - **Protective Instinct:** Ursuidae are protective of their allies. When one of their allies is hit while within 5 feet of an Ursuidae, they can instinctually react with a melee weapon on the attacker if they are within the Ursuidae's weapon's reach. A Ursuidae regains usage of this feature after they have a short or long rest.
- **Koe (Cow):** A species of demi-human with cow-like features. They are distinguishable by a pair of floppy cow ears, a long furry cow tail and the horns of a cow/bull. While travelling in hostile lands, Koe will wear large and intricate headdresses to hide their ears and horns, while their tails can be hidden with a modest sized shawl or a simple cloak.
 - **Bovine's Power:** An Ursuidae has the super-human physique and constitution of a large bovine.
 - **Horns:** Koe have natural horns. They can use these to attack and pierce targets when unarmed.
 - **Improved Digestion:** A Koe's single stomach actually contains more digestive compartments, and thus they can eat things humans normally can't digest like grass and it'd count as food for them. However, they need twice the amount of food when they use this method each day.
 - **Powerful Build:** Their frames mask their strength and they count as one size larger when determining their carrying capacity and the weight they can push, drag, or lift.
- **Ulfur (Wolf):** A species of demi-human with wolf-like features. They are distinguishable by a pair of pointed ears wolf-like ears and a fluffy wolf's tail. While travelling in hostile lands, Ulfur can wear a hood to hide their ears, and a dress or skirt to hide their tails. A cloak works too.
 - **Lupine Instincts:** Ulfur are at home in the wilderness finding it easy to survive and are natural leaders able to take charge in situations which require it.
 - **Darkvision:** Ulfur can see in dim light within 60 feet of them as if it were bright light, and in darkness as if it were dim light. Although they can't discern color in darkness, only shades of gray.
 - **Keen Smell and Hearing:** Like Wolves, Ulfur have a good sense of smell and hearing, they can track things by scent alone as well as having an increased hearing range raising their Awareness of their surroundings.
 - **Pack Tactics:** The protective instincts of an Ulfur towards someone they consider part of their pack may kick in during combat, if a ally is within five feet of a target creature and isn't incapacitated their presence emboldens the Ulfur making less likely they will miss their target.
- **Kaķis (Cat):** A species of demi-human with cat-like features. They are distinguishable by a pair of triangle-shaped ears of a cat and a long furry cat tail. They feature a set of retractable claws for fingernails as well as padded palms similar to a cat. While travelling in hostile lands Kaķis can wrap their tail around their waist and covering it with a sash, hiding their ears under a hood, and covering their pads with knitted

fingerless gloves.

- **Feline Curiosity:** Kaşis possesses super-human athletic skill and balance. They also possess a natural predilection towards lock-picking skills.
 - **Cat Burglar:** Kaşis have a natural affinity towards stealthy movement. They are naturally skilled in stealth and feats of sleight of hand.
 - **Darkvision:** Kaşis can see in dim light within 60 feet of them as if it were bright light, and in darkness as if it were dim light. Although they can't discern color in darkness, only shades of gray.
 - **Naturally Graceful:** Kaşis always land on their feet. They take half damage from fall damage.
-
- **Vogel (Bird):** A species of demi-human with bird-like features. They are distinguishable by a pair of small feathered wings where a humans ears would be, a feathered bird tail, along with their feathered wings. They sometimes possess a wide vocal range and talent for voice mimicry. While travelling in hostile lands, Vogels will wear hoods or a kind of head covering, they will usually wear a cloak to hide their wings and tail feathers.
 - **Bird's Swiftness:** Vogel's are super-humanly athletic and skilled with dodging and escaping from situations.
 - **Bird Wings:** In addition to their ears and tail, Vogel's possess bird wings between the shoulder blade and hip area and have a flight speed of 30 feet/3 seconds. While flying, if the Vogel does not move at least half their speed during every three seconds, they end up falling to the ground. They cannot fly in normal backpacks or armor. The cost to alter their gear to be suitable for flight is usually equal to half the cost of the gear.
 - **Keen Sight:** Vogels have excellent eye sight, making them very good at spotting and finding prey. This also boosts their sense of awareness.
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- **Pesukarhu (Raccoon):** A species of demi-human with raccoon-like features. They are distinguishable by a pair of pointed raccoon-like ears and a stripped furry tail. While travelling in hostile lands, Pesukarhu can wear a hood to hide their ears, only a cloak is big enough to hide their tail though.
 - **Raccoon's Evasion:** Pesukarhu's are super-humanly athletic and skilled with dodging and escaping from situations.
 - **Darkvision:** Pesukarhu can see in dim light within 60 feet of them as if it were bright light, and in darkness as if it were dim light. Although they can't discern color in darkness, only shades of gray.
 - **Natural Bandit:** As a scavenger, raccoons naturally steal things. Pesuharku are gifted at acts of sleight of hand and picking locks.
-
- **Equine (Horse):** A species of demi-human with horse-like features. They are distinguishable by a pair of horse/pony-like ears, along with their long-haired tail (*which they usually decorate and/or braid*). While travelling in hostile lands, Equine will wear a belt similar to their tails so they can pass their tails off as decoration, for their ears they wear a securely fastened hat so they can run at a moment's notice.
 - **Horse's Stout Body:** An Equine has the super-human physique and constitution of a horse.
 - **Charge:** An Equine moves at least 20 feet straight towards a creature and then attempts to shove it to knock it prone, it makes it easier to hit, if the attack is blocked the Equine can still knock the target prone.
 - **Swift Steed:** An Equine is capable of superhuman speed, faster than any normal human.
 - **Work Horse:** When an Equine receives a potentially fatal wound but is not killed outright, they can cling to life by a slight margin. The Equine can't use this feature again until they finish a long rest.
-
- **Atıru (Sheep):** A species of demi-human with sheep-like features. They are distinguishable by a pair of long pointed sheep-like ears, along with their wool-like hair, curved horns, and small tail. Sometimes confused with being cousins of Huldra and Sylvans. While travelling in hostile lands, Atıru have to use magic items to disguise themselves as in addition to their ears and horns, some of them constantly have the elongated rectangular pupils of a sheep.

- **Sheep's Vitality:** The Atıru have a super-human constitution.
 - **Horns:** In addition to their sheep-ears, the Atıru have natural curved horns. And a thick skull which can be used for devastating headbutts.
 - **Sure-Footed:** It is difficult to knock a Atıru prone because of their sense of balance.
 - **Wooly-Hair:** Instead of hair, the Atıru grow wools on their body instead, giving them extra protection.
- **Ystlum (Bat):** A species of demi-human with bat-like features. They are distinguishable by a pair of large wide bat-like ears, large leathery wings growing out their back, and possibly a tail if their species had one. Probably the inspiration for the peasant belief of winged demons. While travelling in hostile lands, Ystlum have no choice but to wear large side-slitted hooded cloaks as nothing else can accommodate their large ears and wings, without limiting their aerial mobility.
 - **Bat's Intelligence:** The Ystlum are naturally gifted at deduction and awareness.
 - **Bat Roost:** When grabbing fixtures on a ceiling (such as chandeliers or stalactites), or long appendages sticking out (such as a flagpole sticking on the side or branches of trees), a Ystlum can hang upside-down on them if they occupy both their hands on it. A Ystlum cannot hang upside down on smooth surfaces where there's nothing to grab onto. However, they're not a real bat and they have human hands instead of claws, so the blood will rush to their head and they will lose your grip. Thus, they can only hang like this for a minute without moving. At the end of the minute, if they did not move, they start falling.
 - **Bat Wings:** In addition to bat ears and tail, the Ystlum have bat wings between their shoulder blade and hip area and they gain a flight speed of 30 feet/3 seconds. But because of the short wingspan due to being a Dyrian, while flying, if a Ystlum does not move at least half their speed every three seconds, they will fall to the ground. If a Ystlum has to wear medium or heavy armor, they cannot fly.
 - **Echolocation:** A Ystlum can perceive their surroundings without relying on sight within a specific radius. They effectively have blindsight, which is the ability to perceive their surroundings without relying on sight, within a specific radius in this case, a range of 10 feet. Ystlum can't use their blindsight while they are deafened however.
 - **Hiiri (Mouse):** A species of demi-human with mouse-like features. They are distinguishable by a pair of large mouse-like round ears and their long pointed tail. While travelling in hostile lands, Hiiri can wrap their tail around their waist, covering it with a sash, and hide their ears under a hood.
 - **Mouse's Reasoning:** A Hiiri's deduction reasoning and dodging/escaping skills are natural abilities for a Hiiri.
 - **Darkvision:** Hiiri can see in dim light within 60 feet of them as if it were bright light, and in darkness as if it were dim light. Although they can't discern color in darkness, only shades of gray.
 - **Keen Smell:** Like mice, a Hiiri has an amazing sense of smell, which makes it harder to sneak up on them as it increases their awareness.
 - **Nimble:** A Hiiri is highly mobile able to move through spaces meant for creatures larger than them.
 - **Scurry:** A Hiiri is able to sprint faster than a normal human, especially when scared.
 - **Apa (Monkey):** A species of demi-human with monkey-like features. They look almost entirely human, except for their long furry monkey tail. This species finds it the easiest to blend into human societies. While travelling in hostile lands, Apa can wrap their tail around their waist, and cover it with a sash. Otherwise, they look like a slightly more hairy human.
 - **Monkey's Willpower:** Apa's are naturally able to resist their fear and persuasion attempts when they don't want to listen.
 - **Prehensile Tail:** An Apa's monkey-like tail can be used to hold and manipulate objects. However, their tail is not as strong as their arms, and thus, they cannot use their tail to hold things heavier than 10 pounds, nor use it to wield weapons that are heavy or two-handed.

- **Smart Monkey:** Apa's are so smart they can usually speak, read and write one extra language by the time they are adults.
 - **Tree Climber:** Like Monkeys climb and swing from trees, Apa are naturally skilled in acrobatics.
-
- **Kanin (Rabbit):** A species of demi-human with rabbit-like features. They are distinguishable by a pair of floppy or pointed rabbit-like ears in addition to a small fluff ball tail. While travelling in hostile lands, Kanin will wear hoods of some kind and maybe a skirt or faux bag or pouch to cover their poof ball tail.
 - **Rabbit's Magic Affinity:** Kanin are naturally gifted with weaving hexes and casting spells.
 - **Fleet of Foot:** A Kanin is able to sprint faster than a normal human.
 - **Lucky Rabbit's Foot:** Kanin have an almost unnatural amount of luck, especially in combat where it can mean the difference between a hit or a miss.
 - **Superior Hearing:** A Kanin's large rabbit ears grants them an increased awareness of their surroundings compared to other Dyrians.
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- **Íkorna (Squirrel):** A species of demi-human with squirrel-like features. They are distinguishable by a pair of pointed squirrel ears in addition to their large fluffy curved tail. Travelling in hostile lands is somewhat difficult for the Íkorna, as their tails are quite large, so they usually carry faux merchant packs when they have to travel, they are fond of wearing wide-brimmed hats as well not for the disguise it offers more out of an ingrained species preference.
 - **Squirrel's Magic Affinity:** Íkorna are naturally gifted towards weaving hexes and crafting rituals.
 - **Constant Prey:** An Íkorna is constantly aware of their surroundings making them more aware than other Dyrians.
 - **Forager:** Like Squirrels, the Íkorna can naturally find food. They are proficient in wilderness survival and are good at foraging.
 - **Keen Senses:** Squirrels are very good at noticing threats and are highly aware.
-
- **Hundur (Dog):** A species of demi-human with dog-like features. They are distinguishable by a pair of dog-like ears and dog-like tails. Their appearance differs based on human and elf breeding programs resulting in different 'breeds'. This sub-species is protected in some areas and assigned to non-human reservations for their protection because of their loyalty and tracking skills. While travelling in hostile lands, Hundur can wear a hood to hide their ears, and a dress or skirt to hide their tails. A cloak works too. Some Hundur wear emblomed collars if they belong to a certain faction or organization.
 - **Dog's Empathy:** A Hunder is gifted in leadership skills and reading emotions.
 - **Keen Senses:** Like Dogs, the Hundar have good hearing and sense of smell, adding to their sense of awareness.
 - **Puppy Dog Eyes:** Because the Hundar are capable of reading emotions, they are also charismatic and persuasive.
-
- **Sionnach (Fox):** A species of demi-human with fox-like features. They are distinguishable by a pair of fox-like pointed ears and their bushy tail which they take great pride in brushing and boasting about. While travelling in hostile lands, Sionnach are capable of illusionary and seduction magic to hide their animalistic features, though if they want to they can also hide them with a cloak but few Sionnach get that desperate.
 - **Fox's Empathy:** Like foxes in legends of old, the Sionnach are deceitful and charismatic beings.
 - **Darkvision:** Sionnach can see in dim light within 60 feet of them as if it were bright light, and in darkness as if it were dim light. Although they can't discern color in darkness, only shades of gray.
 - **Fox's Cunning:** When dealing with magic, a Sionnach has a natural resistance to attacks towards their mind, will and charisma.
 - **Foxy:** A Sionnach's foxy demeanor makes them hard to resist, they are able to improve temporarily on Emphatic skills. A Sionnach regain usage of this feature when they complete a long rest.

Behaviors

TBA

Notable Dyrians

"Nordling" / "Nilfgaardian" Dyrians

- Aine Aep Avuffu [Ulfur]
- Mathas Aep Avuffu [Ulfur]
- Irishia Aep Avuffu [Ulfur]

Feiwese / Vineti Dyrians

Royal Family of Vineta

- Kido [Hundur] (First King of Vineta) {Deceased}
- Yi [Sionnach] (Queen of Vineta *As of the year 1290*)

Others

- Therianthropes Winetese Special Forces
- Wu [Ikorna]
- Yangwen [Ursuidae]
- Mipo [Equine]
- Owen [Kanin]
- Caiying [Kanin]
- Uru [Koe]
- Gefei [Pesukarhu]
- Pang [Pesukarhu]
- Lamkawa [Ystlum]
- Fumo [Koe]
- Yingdo [Vogel]
- Feitai [Ursuidae]
- Lau [Aturyu]
- Chang-da [Hiiri]
- Walong [Apa]
- Lamyang [Kaķis]
- Kaisa [Ulfur]
- Malinlong [Kaķis]

Rumors

- A rumor floating around the Continent is that Dyrians are actually Therianthropes. This is not necessarily true though some more battle or spiritually motivated Dyrians will actually seek out unions with a Therianthrope of a similar type or even to receive a Therianthrope's curse to become closer with their animal side.
- There are rumors about groups (Outside the Continent) selectively breeding Dyrians alongside Therianthropes to create superior soldiers.
- Another rumor is that Dyrians are actually a type of Antherion but this is also false as their base form is their hybrid form, and they are not animals with intelligence.

Trivia

- Although the okamese may partially tolerate some non-human races better than others, this is not the case with the **Dyrians**, whom the people of the **Eastern Empire** consider aberrations because of their particular characteristics.
- "Dyr" means "Animal" in Norwegian.
- Based off the Kemonomimi (5e Race) a Homebrew D&D race. Except obviously not chibi and cutesy.
- There was originally a Dyrian type called Goggs which were pig-based but these were

removed because there was a similar race called [Sonneys](#).

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